
S.F.P.D.


LOOSE
CANNON
STUDIOS

DIRTY HARRY: EXCESSIVE FORCE

for
PlayStation Portable, PlayStation 2
and
Nintendo Revolution

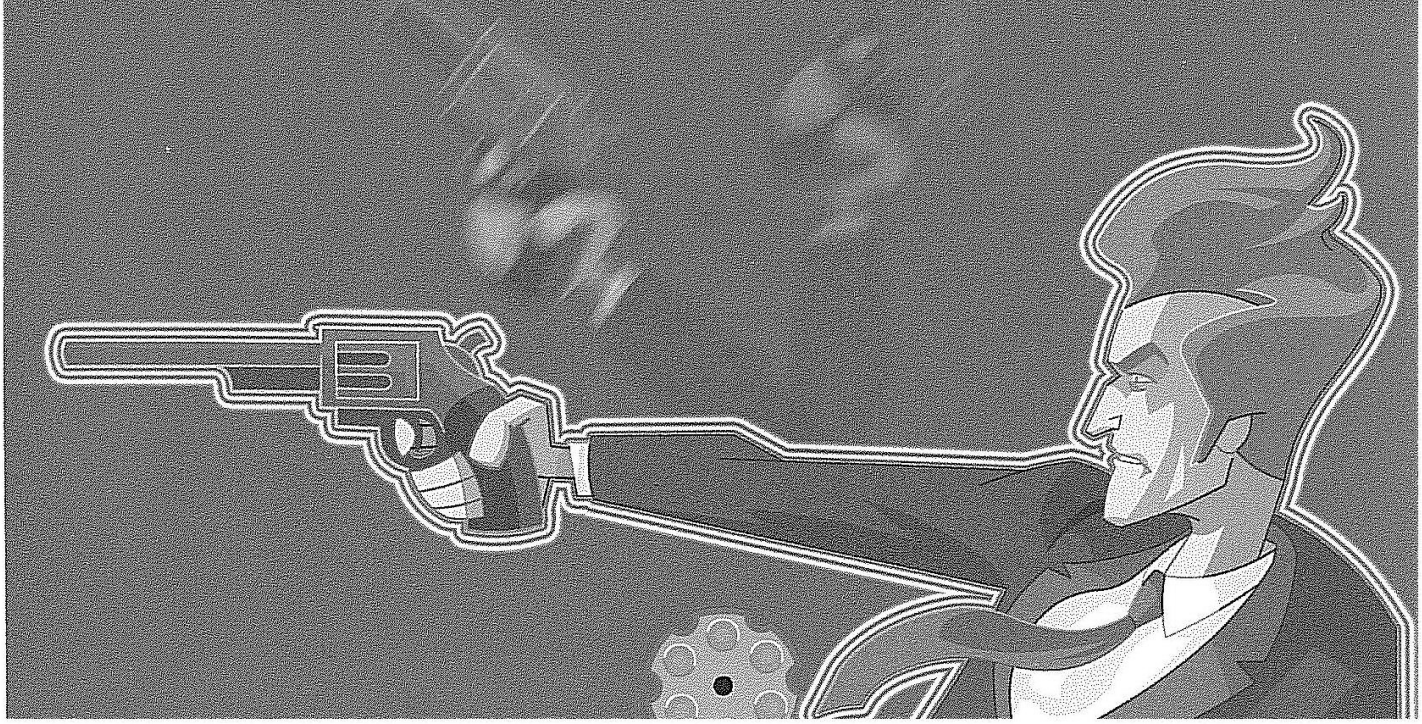
Game Design Document

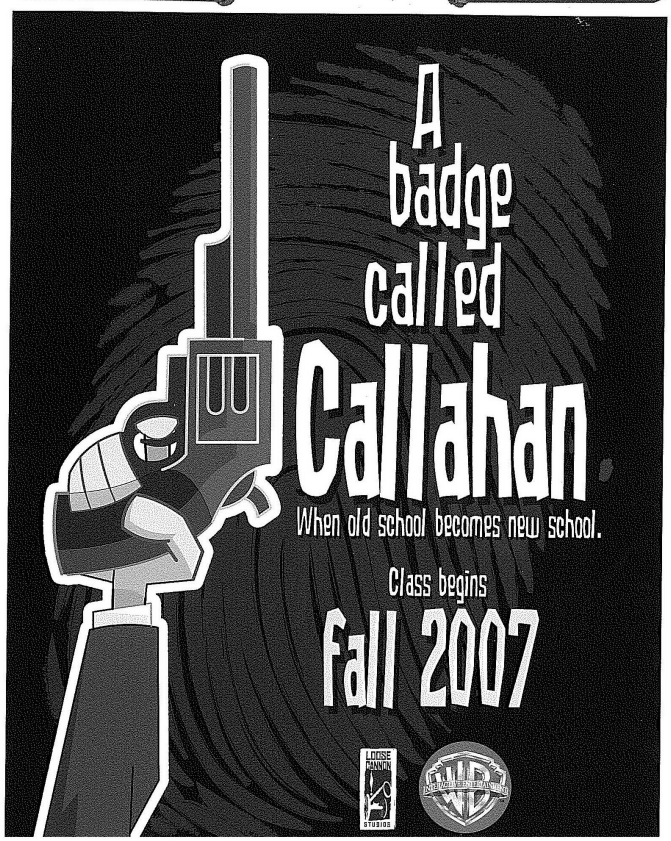
Prepared for:
Warner Brothers Interactive

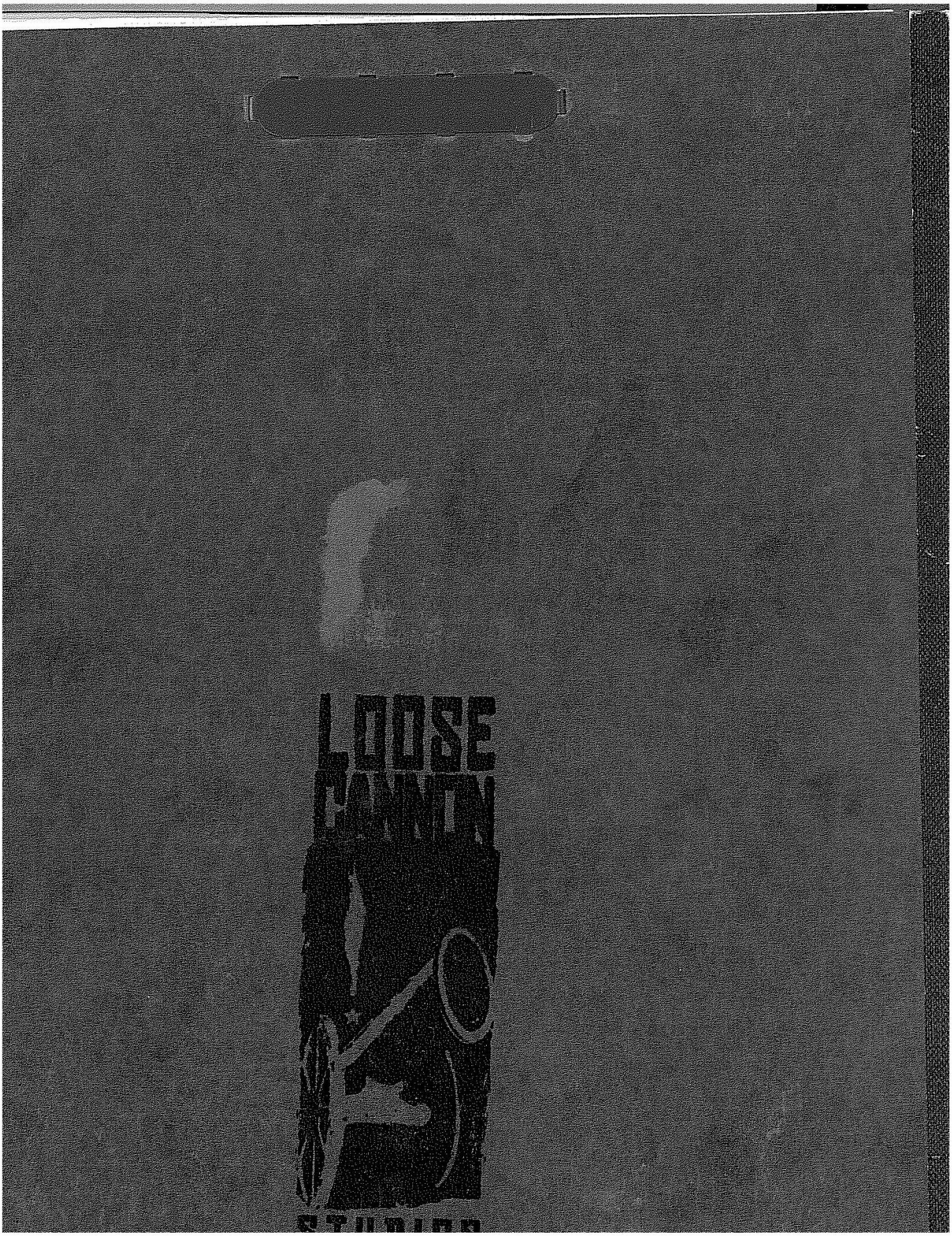
by

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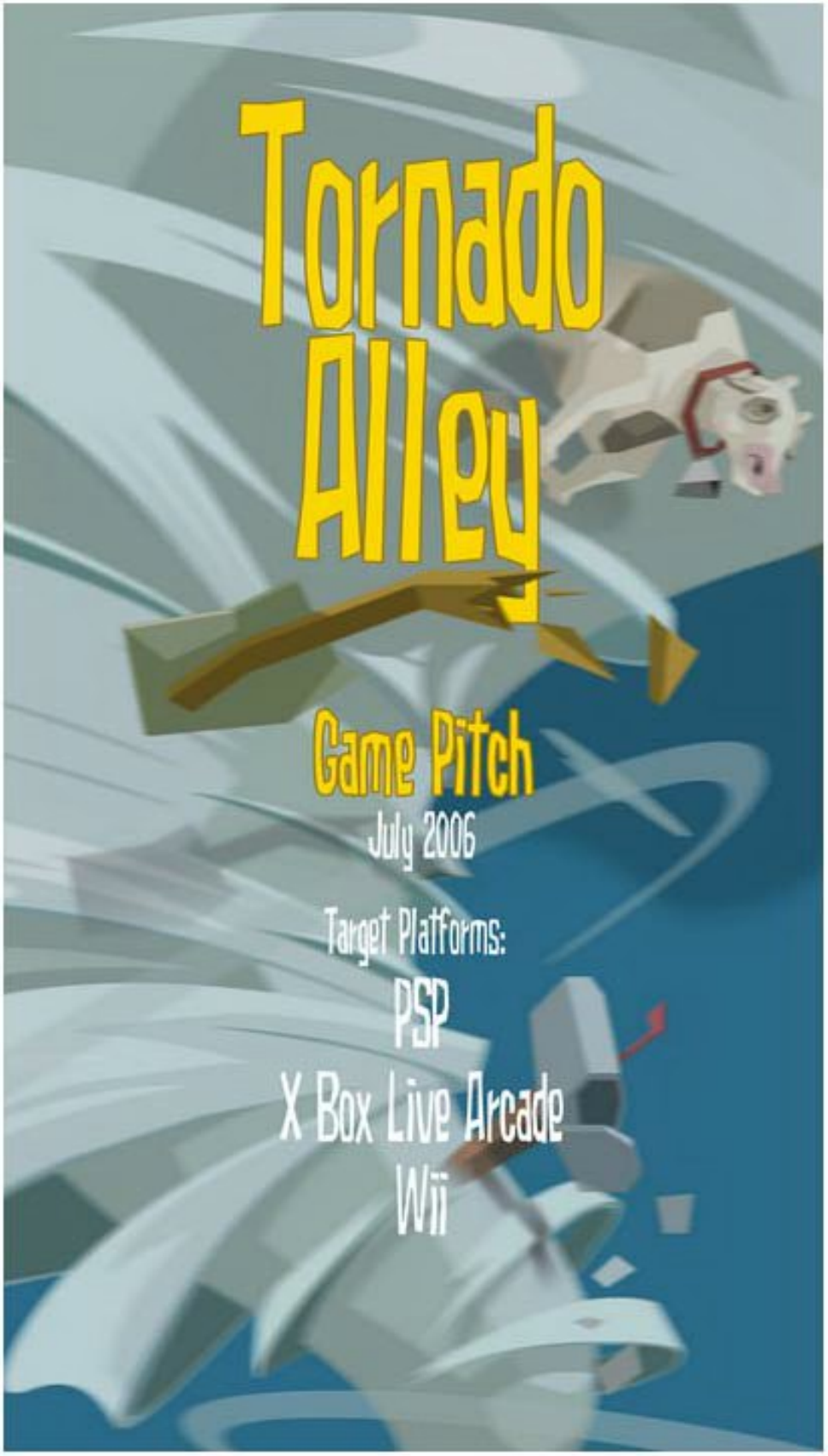
April 2006




A
badge
called
Callahan
When old school becomes new school.
Class begins
Fall 2007
LOUISE SIMONSON STUDIOS


LOOSE
CANNON
STUDIOS


Tornado Alley!
LOOSE CANNON


Tornado Alley
Game Pitch
July 2006
Target Platforms:
PSP
X Box Live Arcade
Wii

Forcast calls for MAYHEM!

The big idea:

...You're a TORNADO!

Develop from a stiff breeze to a devourer of cities. Engulf and consume all that stands in your way, growing more powerful with every haystack, cow, car or building that you annihilate.

Maneuver around environments cluttered with stuff to demolish, leaving a path of destruction in your wake. As a tornado it is your nature to destroy everything!



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Creating the perfect storm!

You start the game as a small school yard dust devil. You must gain momentum and size by tossing toys, tearing apart sand castles and causing the local bird population trouble.

As you terrorizing the school yard, you need to maneuver towards smaller objects you can obliterate while avoiding objects that you are not yet powerful enough to move.



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Size DOES Matter!

On each level, you are able to achieve enough force and size to wipe out most of what is present in that area. As you progress through levels you will be able to grow larger and more intense, leaving a more massive path of destruction.

Start the game as a F0 tornado, blowing toys around and progress to the game's finale:

an Inconceivable F6 able to destroy entire islands!



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Tracking the Storm Chasers...

Try to pick up and destroy those pesky Storm Chasers that are always following you around. Allowing a Storm Chaser or News Van to get away alerts the townsfolk ahead of you to lock down and evacuate the area, leaving you slim pickings.

All of the classics lie ahead... annihilate cars, cows, trees, barns and of course the trailer park. Merge with other smaller storms to build up your intensity and size. Eventually grow large enough to take on small towns and eventually wreak havoc on Capitol City!



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A need For SPEED!

Scoring is based on the existing Fujita Scale which is used to rate the intensity of tornadoes based on their aftermath:

F-Scale Number Intensity Phrase	Wind Speed
F0 Gale tornado	40-72 mph
F1 Moderate tornado	73-112 mph
F2 Significant tornado	113-157 mph
F3 Severe tornado	158-206 mph
F4 Devastating tornado	207-260 mph
F5 Incredible tornado!	261-318 mph
F6 Inconceivable tornado!	319-379 mph

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Making the most of your windfall!

Your temperature gauge, barometer and wind sensors are used to indicate how long you have to complete a level before the weather conditions clear up. Moving with a wind flow ensures a lengthy existence, while working against it diminishes power.

Upon completion of each level, an animated camera reveals the entire level and path of destruction created, evaluating the reign of terror caused before progressing to the next prospective wasteland...



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